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APPLICANT
Allen J. EICHLER et al.FILING DATE
October 17, 2003GROUP
Unknown

U.S. PATENT DOCUMENTS

EXAMINER INITIAL	DOCUMENT NUMBER	Kind	DATE	NAME	CLASS	SUB CLASS	FILING DATE IF APPROPRIATE
/HH/	US 6,042,477	A	2000-03-28	Addink			
	US 5,899,810	A	1999-05-04	Smith			
	US 6,475,090	B2	2002-11-05	Roelofs			
	US 5,820,463	A	1998-10-13	O'Callaghan			
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/HH/	US 2003/0060285	A1	2003-03-27	Itakura			

FOREIGN PATENT DOCUMENTS

Office	DOCUMENT NUMBER	Kind	DATE	COUNTRY	CLASS	SUB CLASS	TRANSLATION	
							YES	NO

OTHER DOCUMENTS

(Include Name of the author (in CAPITAL LETTERS), title of the article (when appropriate), title of the item (book, magazine, journal, serial, symposium, catalog, etc.) date, page(s), volume-issue number(s), publisher, city and/or country where published.

/HH/	Graham UPTON et al., "Networked Real-Time Dynamic Terrain for PC's," guimage2000game.pdf.
/HH/	"Codemasters Uses Shunra to Ensure that Dragon Empires Players Will Get Optimal Performance When they Trade Goods and Fight Monsters via the Internet," http://www.shunra.com/our_customers/customers_sub/customers_sub2/last_case.php ; "Modelling multi-player games traffic," Bangun, R.A., et al., Information Technology: Coding and Computing 2000, Proceedings, International Conference on 3/27/00-3/29/00; "An analysis of multi-player network games traffic," Bangun, R.A., et al., Multimedia Signal Processing, 1999 IEEE 3 rd Workshop on 9/13/99-9/15/99; "Design and evaluation of MiMaze a multi-player game on the Internet," Gautier, L., et al., Multimedia Computing and Systems, 1998, Proceedings, IEEE International Conference on 6/28/98-7/01/98; and "A genetic search method for multi-player game playing," Tzung-Pei, H. et al., Man and Cybernetics, 2000 IEEE International Conference on 10/08/00-10/11/00.

EXAMINER

/Hieu Hoang/ (03/12/2007)

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